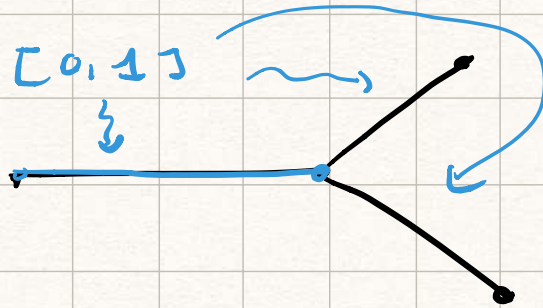


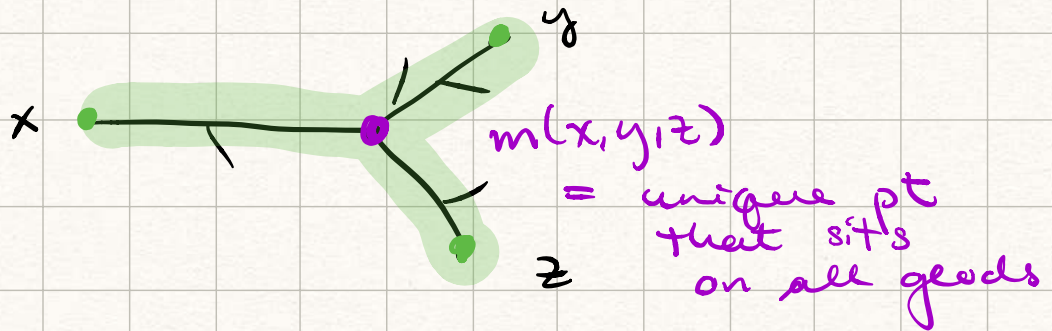
CAT(0) Cube Complexes

Motivation: **Trees** = nicest object possible.
(here we assume simplicial trees).

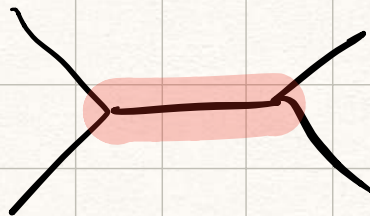
ie



- Trees are CAT(0).
- Trees are 0-hyperbolic.
-



- every edge separates trees into two components.



Def: $V = A \cup A^c$

$$V = B \cup B^c$$

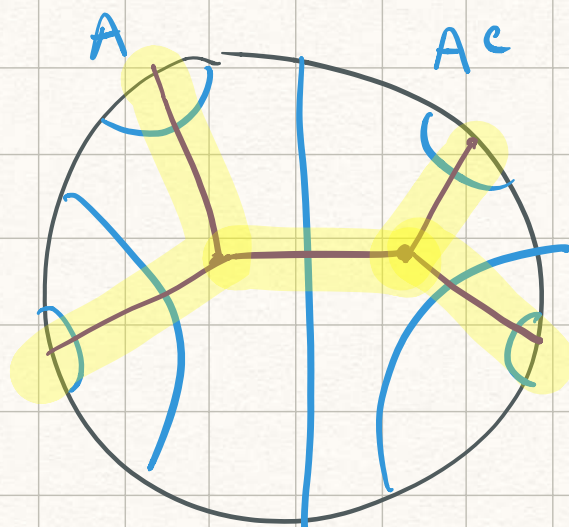
A, B are **nested** if one of these is empty:

$$A \cap B$$

$$A \cap B^c$$

$$A^c \cap B$$

$$A^c \cap B^c$$



POINT: trees connect nested components.

- Action on trees (**Bass-Serre theory**)
 $\Rightarrow$ Alg info on grp.

CAT(0) CUBE complex

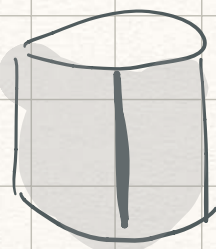
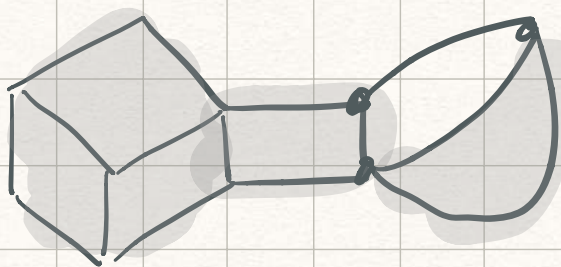
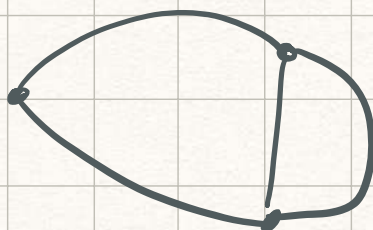
Def:

cube complex

= complex obtained by gluing unit Euclidean cubes.

$[0,1]^n$ by isometrically id-ing their faces.

ex: • graphs are 1D cube complexes.
($n=1$).



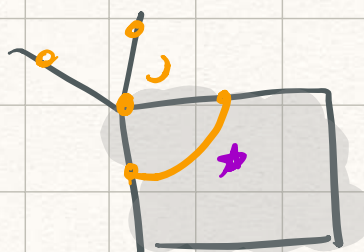
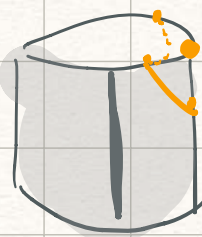
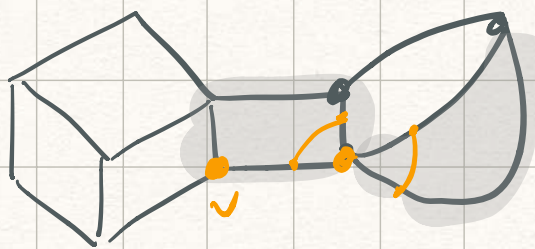
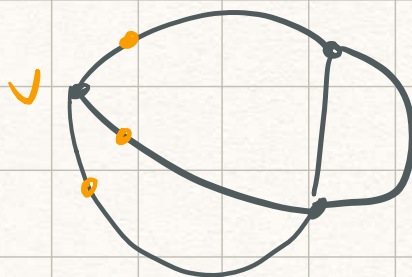
Note: this



is allowed,
but NOT
simplicial.

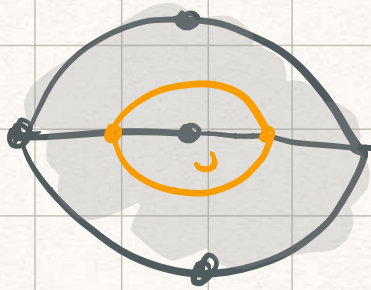
Def: link of a vertex x in X ,
 $Lk(v, X) =$ "a vertex
 whose vertices
 are the edges
 at v "

a "simplex where edge for
 two vertices which
span a square" ✕



Def: A cube complex is **locally CAT(0)** at v if $LK(v, X)$ is a flag simplicial complex.

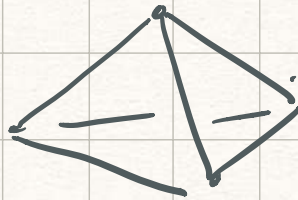
Def: **Simplicial** = simplices intersect at face.

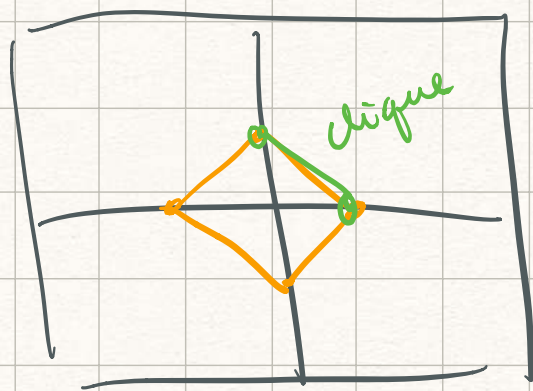


NOT simplicial
intersection
= • •

each • = face,
but both $\neq$ face.

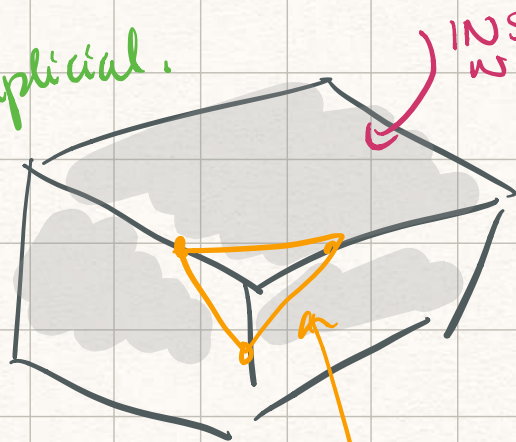
Def: **flag** = every clique (in the 1-skeleton) spans a simplex.





✓
simplicial
& flag

△ is simplicial.



NOT flag
because △
clique does
not span
2-simplex

so this
△ isn't
filled

Def: A cube complex X is $CAT(0)$
 $\Leftrightarrow$ it is simply connected.
& locally $CAT(0)$ at every
vertex ($\Leftrightarrow$ all links are
flag simplicial).

Prop: A cube complex is NPC
(non-positively curved)
if it is at each vertex.

$\Rightarrow$ Universal cover of NPC cube
complex is $CAT(0)$.

ex: Trees are $CAT(0)$ cube complex
 - Products of CCC are CCC.

- Salvetti complexes
 = finite simplex graph Γ

Torus $\rightarrow \Pi = \prod_{v \in \Gamma} \mathbb{S}^1$

for every clique $J \subseteq V(\Gamma)$

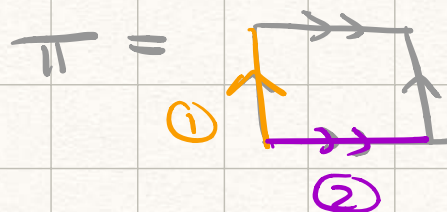
$$\Pi_J = \prod_{v \in J} \mathbb{S}^1 \times \prod_{v \notin J} \{ \bullet \}$$

$$S_\Gamma = \bigcup_{J \text{ clique of } \Gamma} \Pi_J \subseteq \Pi$$

gluing made by inclusion.

S_Γ is NPC
 Salvetti

ex: i) $\Gamma = 1 \text{ --- } 2$



$$T_{\{1,2\}} = \mathbb{S}^1 \times \bullet$$

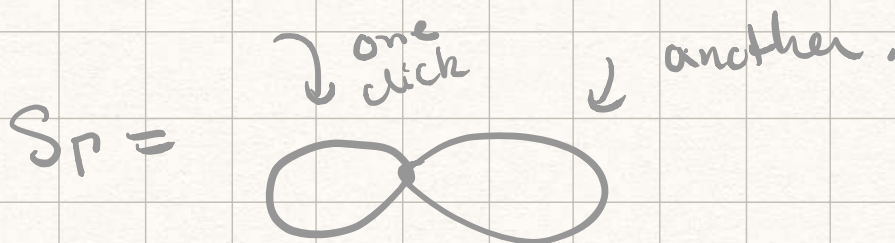
$$T_{\{2,3\}} = \bullet \times \mathbb{S}^1$$

$$\Rightarrow T_{\{1,2,3\}} =$$



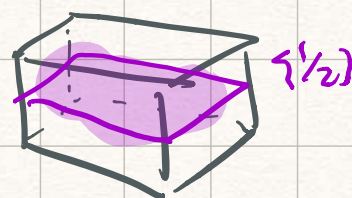
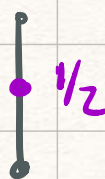
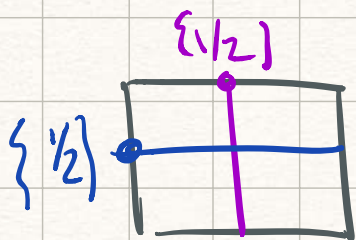
$$ii) \Gamma = \cdot \quad \cdot$$

$$\cdot \quad \times \quad \cdot$$



Hypersurfaces & Half-Space

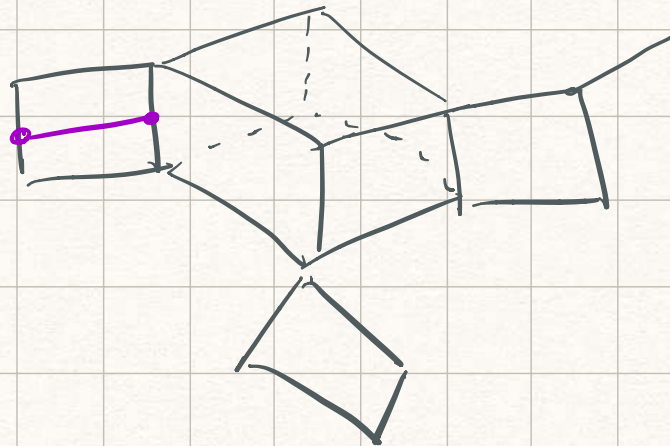
Def: A midcube of a cube $[0,1]^n$ is the set $\{1/2\} \times [0,1]^{n-1}$



Def: A hypersurface in a cube complex is a collection of midcubes which is non-empty minimal (wrt inclusion)

st it is closed under inclusion
of midcubes,

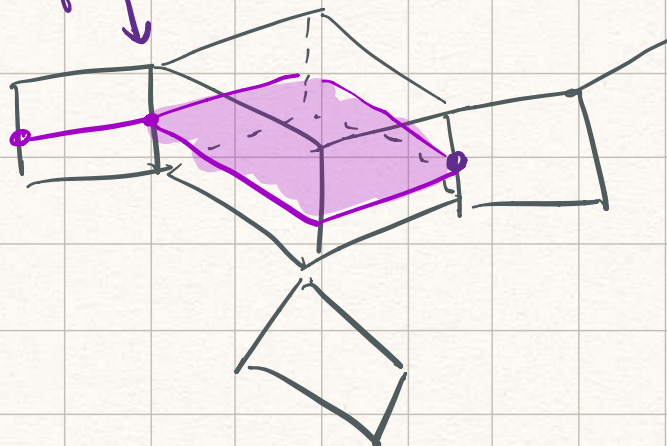
1)



X

2)

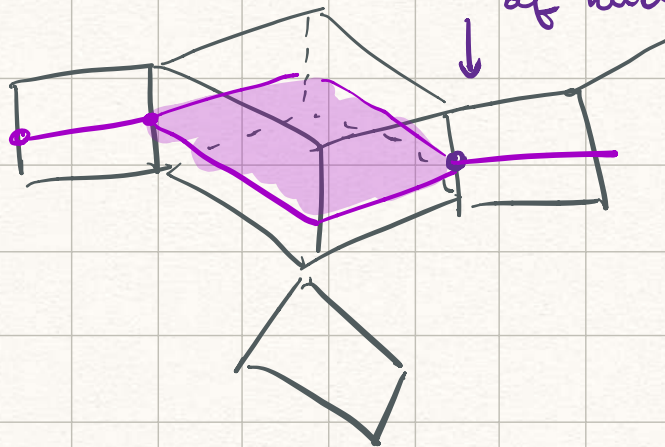
no part
of midcube
↓



X

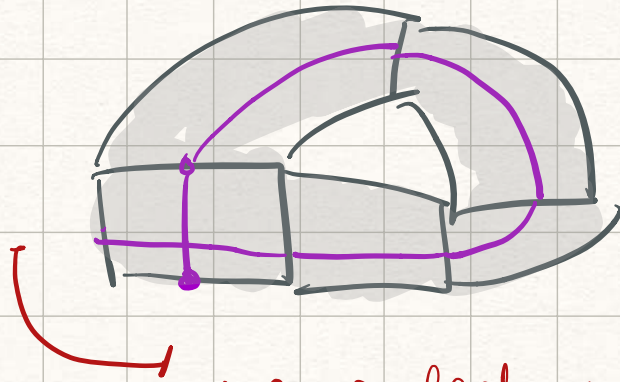
3)

no part
of midcube
↓



✓

Now we've chosen ONE hyperplane!



we ended up crossing
our hyperplane.

→ this kind of pathology
does NOT happen in
CAT(0) cube complexes!

↪ in CCC, hyperplanes
will section CCC in half,
just like edges in trees!

Q: what's special about cubes?

A: Behave well in l^1 -metric.